

WHIPLASH

Ivan Vanko (Secret)

Affiliations	10 10 SOLO 6 BUDDY 8 8 TEAM	Distinctions	RUSSIAN PHYSICIST 20 YEARS IN A VODKA-FUELED RAGE
Stress/Trauma			P 4 6 8 10 12 M 4 6 8 10 12 E 4 6 8 10 12

Power Sets	ELECTRICAL WHIPS		
		8 ENHANCED REFLEXES	10 WEAPON
<p>SFX: <i>Absorption.</i> On a successful reaction against an electricity-based action, convert your opponent's effect die into an Electrical Whips stunt or step up an Electrical Whips power by +1 for your next action. Spend a die from the doom pool to use this stunt if your opponent's action succeeds.</p> <p>SFX: <i>Two Whips.</i> Add a D6 and keep an additional effect die for each additional target (up to two targets).</p> <p>SFX: <i>Entangle.</i> Add a D6 and step up your effect die by +1 when using Electrical Whips to create complications.</p> <p>Limit: <i>Gear.</i> Shutdown all Electrical Whip powers and step up one die in the doom pool. Recover by activating an opportunity.</p>			
<h2>WHIPLASH 2.0</h2> <p>6 CYBERNETIC SENSES 8 ENHANCED REFLEXES 10 SUPERHUMAN DURABILITY 10 SUPERHUMAN STRENGTH</p> <p>SFX: <i>Boost.</i> Shutdown highest-rated Whiplash 2.0 power to step up another Whiplash 2.0 power by +1. Recover power by activating an opportunity.</p> <p>SFX: <i>Reinforced Power Armor.</i> Spend a D6 Doom die to ignore physical stress or trauma unless caused by mystical attacks.</p> <p>Limit: <i>Power Surge.</i> Shutdown highest-rated power to gain 1 PP. Take an action vs. the doom pool to recover.</p>			
Specs	<p>10 MENACE MASTER 8 COMBAT EXPERT 10 SCIENCE MASTER 10 TECH MASTER 8 VEHICLE EXPERT</p>		

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